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LAYTON ATARI COMPUTER ENTHUSIASTS

LACE

400 800 600XL 800XL 1200XL 65XE 130XE 520ST 1040ST MEGA ST

HAPPY HALLOWEEN

LACE, The monthly publication for the Atari Computer owner. Designed to assist the Atari user in the use and enjoyment of their ATARI computer and accessories.

All articles may be sent to the editor by phone or mail to: Don Smith
174 S. Lakeview Dr.
Clearfield, Ut. 84015
(801) 773-5995
Or upload to the L.A.C.E. BBS AT:
627-0490

EXECUTIVE COMMITTEE

Pres	David Young	776-6273
Vice	Shawn Hart	544-7031
Sec.	Kathi Higdon	825-4591
Libr.	Mike Cardon	544-5875
ED.	Don Smith	773-5995
Asst ED	Karen Rasmussen	773-5995

Presidents Palace

At Home with David S. Young

Last month we we're looking for a new Vice President. Shawn Hart has volunteered for the position and there have been no objections. Shawn is an 8-bit and a new ST user. He has written many good programs, and is currently under taking a commercial venture. If he isn't busy enough he is also an F-16 Pilot for the Air Force.

This month for our meeting we will have an outstanding demo on SYNCALC. Doug Hansen is an experienced user of this outstanding program. He has told me that he has used it for everything from a spreadsheet to a word processor. I think it would be wise for everyone that uses a spreadsheet program to be in attendance. I think Doug will be able to help anyone get more use out of the program if you will ask a few questions.

I have gathered together all the material needed to get the Lace Monthly Disk going again. To get everybody caught up to date, I will make up the disk and meet with the subscribers at my home or a more convenient location.

This will save time and confusion at the meetings over who gets what month and who hasn't gotten what. If you are a subscriber call me and we will work out a time. If you call me it will save me a lot of phone calls. This is my own personal opinion on the future of the 8-bit. I was in a local software outlet lately and just took a minute to check over the software selection. There was a large amount of titles for the ST, IBM, APPLE, AND COMMADORE. The software for the 8-bit consisted of two copies of TIMEWISE, a couple of older games, and some ancient APX stuff. If computer stores don't stock the software, No wonder the 8-bit is fading out. It is my opinion that we as 8-bit and ST users are to have support from the retail market we need to let them know what we want. Money is the determining force in this world. So next time you buy an item , a new printer for example, buy it from the guy with the software support of your machine. I have been in contact with the President and officers of the IMACE group from OGDEN. They have expressed an interest in merging with our group. I see no real reason that this could not take place. Their reason for the merger is based on the dropping

membership in the club. The merger will not take place until January of 1988. This will give them time to see how their membership feels about the plan. If this happens we may receive their library. This library is a very excellent source of 8-bit software. I will be asking for personal opinion from the LACE membership at the next meeting. If we do merge it has been suggested by Don Wilhelm that we change our name. Feedback is welcome.

The ATARI FEST from Glendale had a few surprises. The new Mega ST was there with the BLITTER CHIP and NEW TOS. There was also a super version of DRAGONSLAYER for the ST running at the show. Word Perfect was running on the ST also. The MAGIC SAC and TRANSLATOR were at the show running Mac software off of a Mac disk. Now you don't have to port the Mac stuff on to ST format disks. The XEP 80, 80 column adapter was there but will not be available for a while, most likely they are waiting for the 80 column version of Atari Writer Plus to be finished. But the good news is the SX212 1200 baud modem was being sold at the fair for $99.00. It is on the dealers shelves as fast as orders can be filled. The XE Game Machine was present and running. Well, that just about does it for this month. Call the BBS it's lonely. Lets get something going on the Lace message base. Introduce yourself, let us know your ideas, or opinion on world affairs. Just leave a message to me saying you have made it to the Lace message base.

bye for now

Ramblings from the Editor:

Welcome to this issue of the L.A.C.E. newsletter. We at the Dungeon hope you enjoy this our first Laser printed version of the newsletter. All complaints will be thrown in the garbage and disregarded as this may not be a permenant process. Alan Lewis at Iomega Inc. has consented to allow us this rare opportunity to see our newsletter printed on their Laser printer.

We at the dungeon received a set of laser fonts for the Publishing Partner and just had to try it out. Not knowing anything about Laser printers we hope that we have done everything that is required to get this thing done. If you get to read this, then we must have gotten at least some of it done correctly.

NOTE:

For all you 65XE owners, you will notice we have a very good upgrade article available for you this month. If any of you would like a completely printed version please let me know and I will get you a clean printout of the procedure.

DON

Vice Reports

And now a few words from our new Vice.

Shawn Hart

Howdy. As you have no doubt figured out by now, I'm the club's new vice-president. My name is Shawn Hart, and I've been involved in personal computing since 1979 when I bought my original Atari 800. Over the last eight years I have explored just about all the nooks and crannies of the eight-bit machine. I've programmed in Atari basic, Turbo basic, Microsoft basic, 6502 assembler, C, and Pascal and consider myself to be an eight-bit expert. I have recently also acquired an Atari 1040ST system and am now attempting to come up to speed on it. In addition to the Atari machines I've also spent a great deal of time on an older CPM-based machine and recently on the IBM and compatibles.

During the day (and all too often the night) I'm actively (as in active duty) involved in converting JP-4 into the sound of freedom. The fact that I spend on the average three months of the year away from home has been the source of my reticence in volunteering for this office. However, since there remain only three months of the current term, and since I have no (forseeable) deployments in the next few months, I have allowed myself to be bamboozled, coerced, and otherwise influenced into accepting this post.

Which brings me to my soapbox, I mean subject, of the month:

Member Participation.

In my involvement with LACE over the past two years, I have seen lots of ups and downs under the direction of at least three different sets of club officers. In general, however, the trend -- though slow -- has been negative. It seems to me that fewer folks have been showing up and fewer yet are getting involved lately. The reason for this is obvious: you, the club members, aren't getting enough out of the club to make it worth your while to attend and participate. This is your fault since you are the club, i.e., "we have met the enemy and he is us". Therefore we have two options :

1) give up and quit, thereby admitting that any potential gains aren't worth the effort. Or

2) figure out how to make the club more worthwhile to the members.

If you have picked option one then immediately throw this newsletter away and commit hara-kari, otherwise keep reading. Member participation was the subject of a special executive meeting of the club officers two weeks ago in which we discussed how to reorganize the club. The essence of any user's group is the exchange of information. The purpose of the club is to keep every new computer user from repeating the mistakes that others have already made, to allow the more experienced user to benefit from problems that another person has already successfully resolved, and ultimately for all of us to get the most from our machines with the least investment in time, money, and frustration. Frustration is the biggie. The most graphic example of frustration I have ever seen was a

brand new IBM clone whose keyboard and monitor had been smashed in with a hammer after its owner had surpassed his frustration redline. How many of us have felt that we were approaching that point and later had a simple solution to the problem pointed out by someone who had been there before? If you don't know what I'm talking about then you haven't been putting the user's group to its intended purpose.

So in order to try and re-emphasise the purpose of the club, we have decided to make a few changes in the way we do business. No radical changes like funny hats or secret handshakes, just a return to the way the club was originally designed.

Here's what we're gonna do:

1) The Club will now (again) begin meeting at 6:30 pm. This does not mean that we expect you to be in your seats promptly at 6:30 for an extra half hour of boredom. Quite the contrary, in fact if this happens I will make good my threat to ditch the chairs. Instead what I hope to achieve is to get the machines set up before the "formal" meeting begins, but mainly to provide more time for people to walk around, talk to other people and exchange some of that valuable information that we have painfully extracted through hours of trial and error or, worse yet, reading a manual. This time is what I like to call decibel time, because the more noise that is being made, the better the exchange of ideas and information.

2) At 7:00 pm sharp the formal meeting begins. This will be a tightly controlled half hour (at most) to consist of the Robert's Rules stuff: A brief account of the last meeting, Treasurer's report, new business, old business, Librarian's report, and the Sysop's report (more on these last two later). Thirty minutes maximum, and the shorter the better.

3) The next twenty to thirty minutes are reserved for demos and/or presentations. These are a way to present information to the group that is of general interest to more than just a few members. These blocks of time should be kept to 15-20 minutes maximum. We want to encourage individuals or groups (i.e. SIGS) to make these presentations. Remember you have nothing to fear but fear itself, we are all here to learn something. We will take a few moments of the formal meeting each month to see if there is a topic/demo that we'd like to see the next month and if someone will do it.

4) The remaining forty-five minutes or so will be more "decibel time".

Have your questions/programming problems/whatever ready. Then find someone and ask away. If he/she doesn't know the answer perhaps they can point you to some one who does.

5) The library is often one of the main functions of a user's group. The club's ability to collect public domain software and to purchase copies of commercial software can save you money. You save money by finding (for free) a public domain program that does the same thing that a commercial program you were thinking about buying does. You save money by checking out and evaluating a commercial program that you think might be what you're looking for without having to pay for the privilege of discovering that it won't do what you want. To this end, I would like to discuss new software acquisitions (if we're in the black) each month. I would also like to

expand our collection of public domain software, and make sure that library catalogs are available at the meetings and on the BBS. I also want to liberalize the check out procedures to a one month loan period (meeting to meeting) so that the members can come to the meeting and check out and return software. In some cases a month is almost too short to evaluate some commercial software. To make sure that we are aware of what the library can do for us, I'd like the librarian to make a report in the formal part of the meeting about what's new or interesting in the library and solicit suggestions about what we'd like to get.

5) The BBS. I think that the BBS is a great addition to the club. It needs to be responsive to the club though, and to effect that, I'd like to include a "Sysop's Report" in the formal portion of the meeting. This will be a lot like the "Librarian's Report" in that it will cover what's new on and with the BBS.

6) SIGS. We need SIGS. A sig is a "special interest group" and can be oriented to any aspect of computing. In the past the Sigs have been mostly programming sigs, but this isn't all they can be about. In particular, we could have Sigs about various applications like syncalc, paperclip, VIP, degas, etc. We could have a machine independent computer graphics sig, or telecommunications sig, or a hardware sig for the build-it-yourselfers.

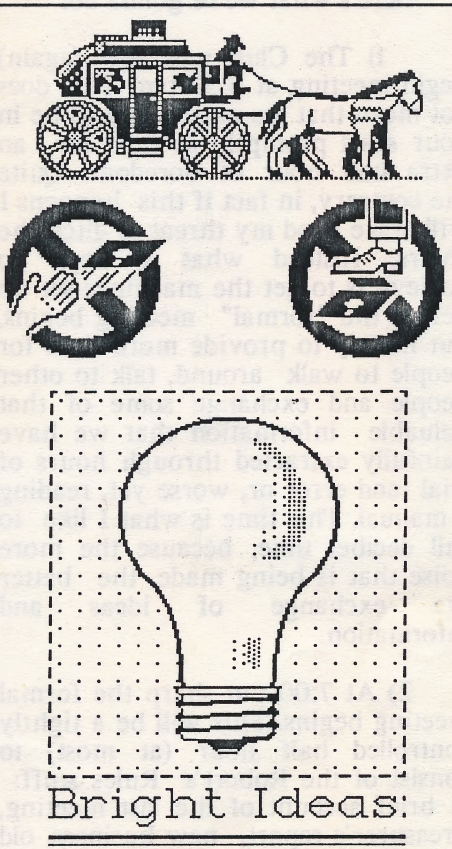
Your imagination is the limit. Find three or four or twenty other people who like to use their machine for similar purposes and start meeting on a regular basis.

7) New members and old members. How many of you know of at least one Atari owner that has never been to one of our meetings? How many of you know some of the "old heads" who founded the club but have since become infrequent visitors? Give them a call before the next meeting and remind them to come or let them know that we exist. The club is its members.

Well it's been a long and tiring harangue, but I think I've come to the end of it. Remember, it's your club. If it isn't what you want it to be, change it. It's up to you.

Respectfully submitted,
<signed>
J. Shawn Hart

Vice-President-with-Arms



New Views

WARNING: THIS ARTICLE IS WRITTEN BY A BEGINNER FOR BEGINNERS. IF YOU HAVE MUCH KNOWLEDGE OF COMPUTERS, READING THIS ARTICLE COULD CAUSE SEVERE BOREDOM.

This month I would like to write about desk accessories. When I got my computer I also received a disk full of utilities. I finally decided a few weeks ago to find out what they did. One very useful program I've used a lot is a RAM DISK. I have a 1040 and have often wondered why I needed a meg of RAM. With the RAM DISK I now set aside half of it for another disk drive. This is a lot faster than an ordinary drive because there is no disk that has to spin around and make strange noises. Make sure to save anything you want to keep to a real disk before you turn off your machine or reboot because everything will just go away if you do either of those!

There are a lot of different ramdisks around. Some are set up as programs and others as desk accessories. With either one you usually need to set up a Ram Disk Icon to be able to use it. The first step in setting up an icon is to click on one of the disk icons that are present then pull down the options menu. Click on "Install disk drive" and a dialog box will open showing the drive identifier and icon label of the disk you clicked. Change the drive identifier to D,E,F,etc. Drive C is usually a hard disk and the computer might get confused sometimes if you use that (ask someone that knows). Next change the icon label to "RAM DRIVE" if you want. I don't believe it makes much difference. Now click on "install" and it will appear. The next question you'll have is "Where is the Icon?". It usually hides behind the open Drive A window. Grab that at the top with your mouse and move it to the right. Now you can move the Icon over to the side under the other ones and put the open A window back where it belongs. Click on your new disk drive and the window will open up in front of the A window. You can now move and reshape this window to where you want it. It's a good idea now to pull down the options menu again and click "save desktop". This will keep your new icon where it belongs and make it's window open to the size and shape you want in the future. It all sounds a little confusing at first but after you do it a couple of times it seems easy. If anyone has any questions or wants some good public domain Ram Disks let me know. They are fun to install and very helpful to use. If any of you experts didn't heed my disclaimer at the beginning and read the article anyway, let me know of any false information I may have included. I would also like some feedback if this is helpful to anyone. There's no need for me to write about subjects that every-one else already knows!

Dave Harker

BASIC XL OR BASIC XE ??

What are the differences?
Which one is best?
Is one better than the other?

These seem to be the most often asked questions about Basic XE and Basic XL from OSS software. This article will try to dispel the myths and misinformation about the two.

I purchased Basic XL about three years ago. I decided to purchase Basic XL after a good friend lent me his funny orange cartridge.Then about two months later Basic XE was released with claims of being the Ultimate Force in the Universe. The ad boasted BEST MILEAGE: MORE HORSEPOWER: BETTER HANDLING: CLASSIC DESIGN: FREE ACCESSORIES:. The ad was not very informative about what makes Basic XE bette than Basic XL. So I will try to explain the few differences between Basic XL and BASIC XE.

Yes, there are only a few differences between what you can do with Basic XL and Basic XE. Basic XE is a cartridge and a disk package. Basic XL is a cartridge only package but a Tool Kit disk is offered for Basic XL.

Let's start with Basic XL for no better reason than it was out first. First, Basic XL is fully compatible with Atari Basic with only minor exceptions that can be worked around without any difficultly. It is a 16K cartridge that uses the same 8K as Atari Basic. This was done through the use of bank selecting of the cartridge.Basic XL will run on any ATARI computer with a minimum of 16K. Basic XL gives the user a larger library of built in functions. These added functions include PRINT USING, STRING ARRAYS, greater flexibility over Player/Missile Graphics, and Program development functions, such as renumber, auto iine numbering, block line deletes to name just a few. If that were not enough Basic XL has a Fast command the will make existing ATARI Basic programs run from 2 to 4 times faster. The Tool Kit for Basic XL comes with an Extend.com file that adds six new functions to Basic XL. These allow the programmer the option of using Procedure calls to his program. It also adds a very nice sorting command to Basic XL.

Basic XE has the same commands as Basic XL with the TOOL KIT with only 4 additions. The new commands are Inverse, Normal (used for changing of characters to inverse and back again). BLOAD (used to binary load a machine language utility without leaving Basic. And the most important new command for the 130XE owner EXTEND. Extend will allow the user of a 130XE or 130XE compatible Upgraded XL to use 128K for Basic programs. Basic XE has also added some faster math routines so some programs run even faster than Basic XL. There

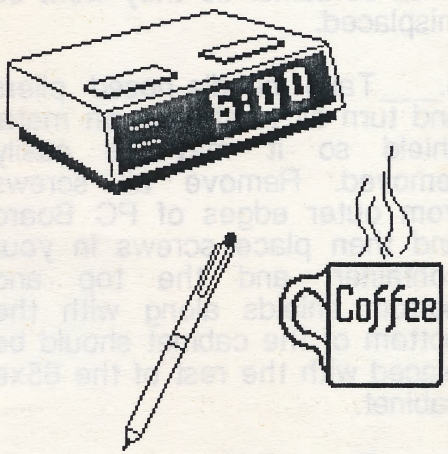
is a catch to Basic XE. It only works on 64K ATARIS (XL's and XE's only). Also if you BOOTUP without the extension file on your disk you will lose these functions and commands. BSAVE, CALL, DEL, EXIT, FAST, LOCAL, LVAR, MOVE, PROCEDURE, RENUM, BGET, BPUT, SORTUP, SORTDOWN, the FAST MATH ROUTINES, and ALL P/M COMMANDS except HITCLR. Thats quite a bit to lose.

Now for compatibility between the two OSS Basics. If you write a program with BASIC XE using all the commands except BLOAD, INVERSE, NORMAL, AND EXTEND you can LIST it to disk and then ENTER it into Basic XL with the TOOL KIT extensions installed and it will run. You have to LIST the program to disk and then Enter it because the commands directly related to PROCEDURES are Tokenized differently for the two Basics. I'm not sure why OSS would have a different Tokenization of the command words related to PROCEDURES and their CALLS but these are the only command words effected. If you don't use CALL, PROCEDURE, or EXIT you can just SAVE the program and then LOAD it into the other Basic.

Which is better? It all depends on the equipment you use most. If you use an old 400/800 or an altered OS in your XL the BASIC XL with the TOOL KIT would be your only choose. If you have an XE or XL that you have Upgraded or are planning to Upgrade, the BASIC XE would probably be the better choose. If you already have a BASIC XL cartridge and were wondering if you should buy a Basic XE cartridge, my advice would be to just spend the $15.00 to $20.00 and get the Basic XL Tool Kit. Basic XE is a very fine Language but unless you have 128K there is no real advantage over Basic XL. One last point for Basic XL. If you have the Newell Industries Fast Chip installed Basic XL's times are almost always as fast as Basic XE's.

If you think I'm down on Basic XE that is not quite true. The 2 weeks that I had Basic XE (borrowed from a friend) I grew to like it very much. I'm just a little tight with my money and can't see paying $60.00 just for 4 commands I don't have.

bye for now



65XE-130XE 320K Upgrade

Part 2 & 3

By Scott Peterson (c) July 1987 released to the public.

1.___Place carpet sample or small blanket on a clean, uncluttered workspace that is well lighted.

2.___Situate all tools and parts on one side of your workspace.

3.___Get a fresh cup of coffee!

4.___Place 65XE face down on carpet. Remove all screws holding cabinet together. Turn unit over. Remove top of cabinet and lay it in a safe place.

5.___Gently pull upward with fingertips on mylar extending from keyboard and remove it from its connector. Place this keyboard assembly with the top of the cabinet. Place screws in a small container so they wont be misplaced.

6.___Take needle-nosed pliers and turn all twist tabs on metal shield so it may be easily removed. Remove all screws from outer edges of PC Board and then place screws in your container, and the top and bottom shields along with the bottom of the cabinet should be placed with the rest of the 65xe cabinet.

7.___Place all ICs in front of you and proceed with the following:

a.___Bend up pin number 15 on all 8 of the 41256 rams. Then snip off the thin part of the leg so all you have left of pin 15 is the "stub" or fat portion. Do this on all 8 rams.

b.___Bend up all pins with the exception of 8 and 16 on the 74LS158. Leave the legs on 8 and 16 long, and snip the thin part off all other pins on this chip.

c.___Bend up all pins with the exception of 8 and 16 on the CO25953 . Leave the legs on 8 and 16 long, and snip the thin part off all other pins on this chip.

d.___Take both 33 ohm resistors and snip the leads so their is 1/4 of an inch of lead left on either end of each of these resistors.

e.___Place these chips to one side, and position the 65XE motherboard in front of you. Locate IC numbers U9 through U16. You will find them running along the left side of the motherboard. Take a piece of tape or a small black magic marker and place a small mark next to the IC that is labeled U12. You see the wisdom of doing so later on in this documentation.

8.___Proceed to piggy-back ICs Z3 thru Z10 inclusive on top of ICs U8 thru U15 inclusive. Please take your time and be sure that each chip is facing the same direction as the integrated circuit below it. Do a good job soldering so not only will this upgrade work

well but also will be pleasing to the eyes when you show it off to your admiring friends!

9.___Cut 7 small pieces of #30 gauge wire, and use these to connect all 8 of the pin 15s of the piggybacked rams.

10.___Gently turn the 65XE motherboard over exposing the underside to your trusty soldering iron. Cut 7 more small pieces of #30 gauge wire and then proceed to jumper all the pin 1s of the rams.

Cut another piece of #30 gauge wire approximately one foot long and solder it to pin one also and then run it through a convenient hole in the motherboard. Turn the motherboard back up with parts side once again smiling up at you.

11.___Grasp the 74LS158 and proceed to piggy-back it on top of an IC on the motherboard labeled U24 which you will find at the front right of your computer. Make sure it is facing the same direction as the chip you are placing it on top of and proceed to solder pin 1 of the 74LS158 to pin one of U24. Next solder pin 16 of the 74LS158 to pin 16 of U24.

12.___Grasp the CO25953 IC and proceed to piggy-back this gem on top of U2. U2 can be found approximately in the dead center of your 65XE motherboard. Again, please make sure both chips are facing the same direction. Remember, a slow, sure job is often time the fastest job overall! Proceed to solder pin 1 of the CO25953 to pin 1 of U2. Next, solder pin 16 of CO25953 to pin 16 of U2.

13.___Grasp one of those 33 ohm resistors you have previously trimmed and solder one end to pin 15 of Z3. Z3 you ask? Why that is the chip which has been piggybacked on top of U12. U12---you know that one! Thats the chip we so wisely marked before we started! Mother would be so proud of her smart little boy! Ok, forgive me, its late and I'm getting weird!

14.___Cut a short piece of wire and attach it to the free end of the resistor you just connected to Z3 pin 15. Run the other end of this wire to the CO25953 pin 10.

15.___Grasp the other 33 ohm resistor and solder it to the 74LS158 pin 4 (this is one of the ones you have previously piggy-backed.) Now take the long piece of wire you had previously connected to all of the pin 1s of the rams and solder this to the free of your resistor.

16.___Now take the metal bottom and place the motherboard back into this protective housing.

17.___At the front of your computer on the lefthand side you will find R108. Desolder the end of this resistor closest to the front end of the computer. Solder a short wire to the new free end

of this resistor, put heat shrink on the connection, and connect the wire to pin 11 of the CO25953.

18.___Our next chore is to locate U6 which can be found near the center of the front end of the motherboard. Please be careful as the traces on this pc board are very delicate and will not be able to tolerate much abuse. Gently desolder pins 23 and 24 of U6. The bst way to do this is take your solder wick, place it against the leg to be desoldered,and heat it until you see the solder beginning to flow into the wick. Turn the motherboard over and make sure all the solder is off of the pin on this side also. Repeat this step with pin 24 also. Then take a small, flat-bladed jeweler's screwdriver and use it to push the pins back and forth a bit. This will free up the pins and allow you to remove them easily and not tear the living daylights out of the board! Turn the motherboard back with the parts side up, and use that same jeweler's screwdriver to pry pins 23 and 24 of U6 out of the board. Leave them extended in a horizontal direction, snip the thin part of the leg off, thus leaving the fat parts of these 2 legs for you to connect to later.

19.___Cut a small piece of wire, and strip either end. Connect one side of this wire to the land where pin 23 of U6 used to be. Fasten the other end of this wire to CO25953 pin 1.

20.___Cut a small piece of wire, and strip either end. Connect one side of this wire to the land where pin 24 of U6 used to be. Fasten the other end of this wire to CO25953 pin 2.

21.___Get your second cup of coffee, I am sure by now you need it!

22.___Cut a short piece of wire, strip both ends, and connect one side to the 74LS158 pin 1, and the other side to U17 pin 30.

23.___Cut a short piece of wire, strip both ends, and connect one side to the 74LS158 pin 2, and the other side to U23 pin 15.

24.___Cut another short piece of wire, strip both ends, and connect one side of this wire to the 74LS158 pin 3, and the other end goes to U23 pin 16.

25.___Cut another short piece of wire, strip both ends, and connect one side to the 74LS158 pin 15, and the other end to pin 8 of the same chip.(74LS158)

26.___Cut yet another short piece of wire, strip both ends, and connect end of the wire to CO25953 pin 6, and the other end to U6 pin 35.

27.___Cut another short piece of wire, strip both ends once again, and connect one side to CO25953 pin 7, and the other end to pin 8 of the same chip. (CO25953)

28.___Cut another short piece of wire, strip both ends once again, and connect one side to CO25953 pin 9, and the other to U17 pin 26.

29.___Got the feeling you know whats coming? Yup..thats right...connect one end of this wire to CO25953 pin 12, and the other side to U6 pin 23.

30.___Cut a short piece of wire, strip both ends, and connect one side to CO25953 pin 13, and the other end goes to U6 pin 24.

31.___Cut a short piece of wire, strip both ends, and connect one end to CO25953 pin 14, and the other end goes to the same chip pin 16.(CO25953)

32.___Cut yet another short piece of wire, strip both ends, and connect one end to CO25953 pin 15, and the other end goes to U6 pin 5.

33.___Take heart, we are getting close now! Cut another short piece of wire, connect one end to CO25953 pin 3, and the other end goes to U23 pin 12.

34.___Cut another short piece of wire, strip both ends, connect one end to CO25953 pin 4, and the other end goes to U23 pin 13.

35.___Cut one final piece of wire (amazing how pleasant the word "final" sounds!), strip both ends, connect one side to CO25953 pin 5, and the other end goes to U23 pin 14.

36.___Check all your wiring, and rearrange it to be pleasing to the eye as well as functional.

37___Get your SpartaDos 3.2 that has the RD.COM file on it, say a prayer and load 'er up! If she boots you probably are ok! If not don't panic, simply go back through section step by step, you will find it is probably some little error or oversight.

38.___While you have your computer open it would be a good idea to solder the joystick jacks, the monitor, I/O and power supply ports also. It may save you a bit of aggravation later on!

39.___Reassemble your upgraded computer by placing the top metal cover back over the motherboard.

Turn all twist tabs and then insert the appropriate screws. Gently plug the keyboard back in, position it in its slots in the cabinets, and then place the cabinet top on. Turn over and insert all screws. While you have it out, why not use a bit of Fantastic spray cleaner on it to make it sharp! Good deal!

If you don't have SpartaDos, then you are overdue to enjoy probably the fastest and most feature laden of all the Dos family for the Atari 8-bit computer. Run, don't walk to your favorite computer software store and bring home this treasure!

For you programming types, here are the control numbers for

location 54017 (PORTB).

```
##########################
Bank #      Control #  Hex #
##########################
Bank 1  --------->131  ----->83
Bank 2  --------->135  ----->87
Bank 3  --------->139  ----->8B
Bank 4  --------->143  ----->8F
Bank 5  --------->163  ----->A3
Bank 6  --------->167  ----->A7
Bank 7  --------->171  ----->AB
Bank 8  --------->175  ----->AF
Bank 9  --------->195  ----->C3
Bank 10 --------->199  ----->C7
Bank 11 --------->203  ----->CB
Bank 12 --------->207  ----->CF
Bank 13 --------->227  ----->E3
Bank 14 --------->231  ----->E7
Bank 15 --------->235  ----->EB
Bank 16 --------->239  ----->EF
##########################
```

Scott Peterson recommends using SpartaDos 3.2, but also notes you can also use MYDOS 4.1 or higher, and also Topdos 1.5 and higher with the 320k series of upgrades.

If you have any projects /mods/questions you would like to ask please feel free to send them to the Stairway To Heaven BBs at 216-784-0574 and leave them to Mr. Goodprobe.

You can obtain a complete kit of all the parts in this 65XE upgrade for $49.95 from Midtown TV. You can reach these good folk at 216-633-0997 from 9a-7p Eastern time. They also repair all Atari's.

You also can obtain, the wire, strippers and many other goodies from Jameco. Their phone number is 415-592-8097.

By the way, did you hear that boomerangs are making a comeback? Think about it and enjoy your 130K 65xe!

ATARI NEWS UPDATE

From GEnie ST RT

The Atari SX212 modem is currently shipping to Atari dealers in the USA. The first shipment arrived at the Sunnyvale warehouse during this past week.

The SX212 is a Hayes-compatible modem which operates at 1200 baud (and also at 0-300 baud). Its Hayes-compatibility extends to the S-registers.

The SX212 modem includes both the standard RS232 port and the Atari 8-bit SIO port. However, 8-bit users should be aware that the software to support this modem through the SIO is not yet released -- in the meantime, the modem can still be used through an 850 or equivalent interface.

The modem package includes a power supply (identical to the 2600's), a detailed manual, and special offers from the GEnie (General Electric) and BIX (Byte Magazine) online services.

To connect the SX212 to an ST or to any other RS232-equipped computer, a full RS232 cable is needed -- a 3-wire cable does not work with smart modems.

When the software is ready, Atari will market an add-on

package for 8-bit users. This will contain an SIO cable and a disk which includes the modem driver and the SX Express terminal program by Keith Ledbetter. The suggested list price of the SX212 modem is $99.95.

Disks and Drives for the Atari ST and Mega

IBM software can be used "out-of-the-box" on the Atari with pc-ditto. Transfering data to and from 5.25-inch disks requires only a 5.25-inch 40- track drive. If the software is not copy-protected, it can be easily transfered using the DOS Copy command, or other similar copying utilities. The capacity of the 5.25-inch disk is about 360,000 characters, while the capacity of the 3.5-inch double-sided drive is about 720,000 characters [3.5-inch single-sided is the same: 360,000]. Therefore, be sure the target disk contains enough space for you to copy your files to it. The 5.25-inch drive is optional, and not required if all your software is stored on 3.5-inch disks. In fact, most DOS software today is becoming more popular on both 5.25- and 3.5-inch media. You can thus use 3.5-inch software without any need for 5.25-inch drive in your Atari, except for the following:

Warning: Commercial 3.5-inch DOS software is sold on double-sided 80-track disks. It can NOT be used in single-sided drives. You will need access to a double-sided drive to copy the software to a single sided disk, if not copy-protected. Again, if the software is copy-protected, you may not be able to successfully use it without a double-sided drive. Finally, you may purchase 5.25-inch drives (which just plug directly into the Atari or Atari drive), or you may "homebrew" your own drive. The drive consists of a standard IBM compatible mechanism, power supply, and cable. We have found that the cable is the hardest item to obtain. Below are the names of drive and cable manufacturers for which we have tested and recommend their products. Also, the cost of a fully assembled drive with warranty and drive software is usually not any less than the cost of "do-it-yourself" approaches. Especially because many drive mechanisms have been found NOT to work reliably with the Atari. A fully-assembled drive takes the worry and frustration out of getting a drive to work, and provides the assurance that the drive can be repaired or replaced if found defective or damaged. When we are asked whether a certain brand of drive we have not tested works with pc-ditto, we usually respond by stating that if the drive connection appears to be sound and the drive works with the Atari under GEM (usually by at least displaying a directory), then the drive should work with pc- ditto. However, as with our DOS software, we can only provide assurances on those drives with which we have certified with pc-ditto.

I. B. Computers
Source of 5.25-inch drives and cables
1519 S. W. Marlow Ave.
Portland, OR 97225
(503) 297-8425

E. Arthur Brown Company
Source of cables
3404 Pawnee Drive
Alexandria, MN 56308
(612) 762-8847 (612) 763-6393

L.A.C.E.
4870 S. 2575 W.
ROY, UT. 84015

SALT LAKE CITY, UT
OCT 3
PM
1987

PATRICIA JOHNSON
2818 W. 5825 S.
ROY, UT 84067

Membership expires - 01/31/88

NEXT MEETING: OCT 7, 1987
HELD AT THE CLEARFIELD DAVIS COUNTY LIBRARY at 6:30 pm